



ROGUISH ARCHETYPE

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

THE BROTHERHOOD

There is an ancient and secret order of trained fighters who keep the peace and maintain freedom throughout the land. They wage a silent war against their sworn enemies, the Crusaders, who believe that peace comes only through tyranny. Members of the Brotherhood have sworn to give their lives to the order, many of them refusing to wed or bear children, as familial attachments are a distraction from the Brotherhood's vital mission.

FREERUNNER

Starting at 3rd level, you have the ability to find handholds even where there appears to be none; you gain a climbing speed equal to your base movement speed while you have at least one hand free.

In addition, you have advantage on Dexterity (Acrobatics) checks made to maintain your balance while running atop buildings.

DEATH FROM ABOVE

Also at 3rd level, when you take the Attack action at the end of a fall, you have advantage on your attack roll and deal an additional 1d6 damage for every 10 feet you fell, up to a maximum of 5d6. Only melee weapon attacks can benefit from this feature.

EAGLE VISION

Starting at 9th level, you learn the *hunter's mark* spell and can cast it at will as a 1st-level spell without using a spell slot or spell components. Wisdom is your spellcasting ability for this spell.

In addition, you have advantage on Dexterity (Stealth) and Charisma (Deception) checks made to blend into a crowd.

LEAP OF FAITH

Starting at 13th level, you can use your reaction when you jump to take no falling damage from falling any distance shorter than 600 feet.

DUAL STRIKE

Starting at 17th level, once per turn when you take the Attack action with a melee weapon on your turn, you can make another melee weapon attack with a weapon in your offhand against a creature that is within your reach and within 5 feet of the original target. If your first attack was a Sneak Attack, you can split the Sneak Attack damage between your targets, dealing up to 5d6 Sneak Attack dice against each target.